

# Fragmented Earth

Fragmented earth is a player-driven plot created and currently GM'd by [IQ](#). It features a separate world in a pure what-if scenario. A medieval, high fantasy yet post-apocalyptic setting where there are only a few rules to stick by, otherwise, the plot and character creation remains as open as possible. To encourage as much creativity as possible. Often abbreviated as FE, Fragmented Earth originally started off with an [interest check](#).

FE is by all means an open plot. It is still a world devoid of any proper infrastructure and lore besides the basics of the setting, the old world, the Inquisition and some cities. Anyone is able to add a city and govern it, or make a separate wing of the Inquisition. Make an outlaw organization. This world needs more lore.

## Setting

Magic, pure, liquid energy. Mana, extracted, mined and utilised in the aspect of every day lives. There were however those who could speak to this substance's primal nature. Mages.

Some were modest and decided to remain faithful to their origin. They didn't seek glory or grandeur. Magic to them, was another way of fighting. Though when offered power, there are those that will take advantage from it. That wish to grow stronger beyond the design the gods originally had in mind.

This substance, was namely a gift from our the creators.

But there were those who wanted more. They grew in power, founded churches based around themselves. And some mages ascended to godhood. These mages preached that it was unfair the old gods held this control and united all of the races to go to war with the old gods.

Now, it is two hundred years after the fall.

The gods have been slain. Their carcasses ripped to shreds in battle and their remains thrown down to the earth. Only then, the reason why magic was limited to a select few was obvious. It was their flesh and blood, their innards and bodily fluids. And due to the purest of these substances being thrown down from the heavens, the earth became warped into the horror it is now.

Abominations roam the lands. And what's left of the sapient races has fallen apart in dispute and politics. The only safe havens are the walled cities. Outside these walls, no life is found. Nothing but barren wasteland, frozen tundra as far as the eye can see. Wild magicks continue to ravage the lands and those foolish enough to go into the wastes, become corrupted. The mana-infused abominations that roam there now. Extremely dangerous, aggressive. And bloodthirsty.

Mages are prosecuted, arrested and in the best case, executed at sight. The Inquisition does not forget. No one does.

## Old Terra / Old world magic

The name often given to the world before The Fall. Old Terra refers to the time before powerful

magisters tore the gods from the heaven and threw their bodies down to the earth. Old world magic, also referred to as Angelic magic is a rare gift to mages. While the Inquisition severely dislikes magic altogether and often enslaves, lobotomises or executes mages, angelic mages are killed on sight. If they're able to that is.

## **The Fall**

What is referred to either as year zero, the end times, or other assorted names. Officially and aptly named The Fall, indicates the cataclysmic event that led to the death of the gods and their literal fall from heavens at the hand of a small group of extremely powerful magisters. Who took residence in the heavens and left Earth for what it was. Old Terra became warped and contorted, destroyed and poisoned by the pure mana these bodies bled. The final magisters, being Angelic Mages, threw up the final cities, before being either enslaved and lobotomized for further expansion needs, or were killed by the Inquisition.

## **The bastions of survival**

The final cities sapient kin fled to. These cities are more than often positioned ontop of a natural and uncorrupted mana source or close to a magical ley line. These cities possess several massive walls, traditionally nobles and church, as well as the Inquisition's headquarters are found near the center, surrounded by multiple sets of walls, farmers and commoners only having one wall as protection. These cities are self-sufficient in terms of magic, drawing from the Uncorrupted Mana generators or siphoning from the ley line they were built at. The bigger the mana source, the bigger the city can grow.

Uncorrupted mana sources are rare. More than often, uncorrupted mana is found extremely far away from the corpse of a deity. Out of reach from the corrupting and withering touch of these gargantuan corpses. Uncorrupted mana, be it the source or a ley line, are often surrounded by a plethora of life. Mana after all, was a lifegiving force. These ley lines pulled through the entirety of old Terra and made it a hospitable place for sapient kin. Ley lines are underground rivers of liquid mana, running from a mana source, keeping

Now, most ley lines are rotten and corrupted.

## **Deity's corpses**

## **The wastes**

## **Wastewalkers**

## **Joining the plot**

Existing characters that conform with the medieval setting of Fragmented Earth can be thrown in. Though they'd be separate dimensions and wouldn't know at all of Fragmented Earth in another

universe. Or vice versa. It requires a bit of backstory alteration, possibly. But a character wiki or template isn't necessary. Though highly encouraged. These characters will be linked further on in the page. So will the threads in FE on the Ayenee site.

## Character Rules

There are little to no rules on FE. Everyone's here to have fun and write. A character only has to conform to the setting. FE is a plot that solely revolves around an honour system. And due to the near limitless

## OOC Notes

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